

A VIDEO GAME CARTRIDGE FROM
 PARKER BROTHERS

STAR WARSTM

RETURN OF THE JEDI

DEATH STAR BATTLE TM

FOR ATARI 5200TM GAME SYSTEM

TM, ®, & © LucasFilm Ltd. (LFL) 1983. All rights reserved.
Parker Brothers, a Division of CPG Products Corp., Authorized User.
Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

OBJECT

Your ultimate goal is to destroy the sinister DEATH STAR before the EMPIRE completes its construction! But reaching this powerful space station won't be easy. First, shoot down a relentless swarm of TIE INTERCEPTORS as they pursue your ship, the MILLENNIUM FALCON, across the galaxy. Then, with split-second timing, slip through one of the random openings in the DEATH STAR's energy shield! Blast as much of the space station away with your lasers as possible—while avoiding the destructive, heat-seeking DEATH RAY. Then, one quick shot to the DEATH STAR's energy core and POW! The DEATH STAR turns into an incredible burning mess, bursting into hundreds of blazing fireballs. And the heat's not off until you escape their fury! But if you do, then you're ready for another round with the infamous DEATH STAR!

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. You'll see the playing field displayed and the number "1" appearing at the bottom of the screen.
4. Press the "#" button on the keypad to select a game number and difficulty level (See Game Selection Box).
5. Press the START button to start the action.

THE HAND-HELD CONTROLLERS

Use the joystick on the hand-held controller to guide your ship left, right, up, down, and diagonally.



PROOF OF PURCHASE
DEATH STAR
BATTLE

THE "FIRE" BUTTON

To fire your lasers, simply press down either one of the bottom "FIRE" buttons on the joystick. Each time you press a button, your ship will fire one laser shot. To achieve rapid fire succession, hold down a "FIRE" button.

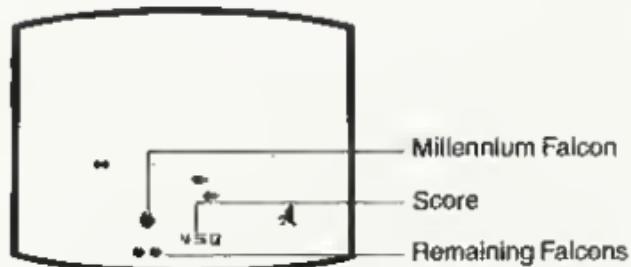
THE PAUSE BUTTON

At any time during the game, you may "freeze" the action. To do so, simply press the Pause button on the joystick controller. To continue the action, press the Pause button again.

PLAYING

Before pressing down the START button to begin the game, you'll notice that the TIE INTERCEPTORS are flying away from your ship. They're heading back to the DEATH STAR in order to regroup for the forthcoming battle.

When you press the START button, your first of 5 MILLENIUM FALCONS will appear in the lower, center portion of the screen. The remaining FALCONS are shown at the bottom of the screen.



Try to shoot down as many TIE INTERCEPTORS as possible before they blast you with their lasers, or speed off and circle back for another attack. And keep a lookout for the ever-searching DEATH RAY!

Eliminate TIE INTERCEPTORS and you'll notice random openings appearing in the DEATH STAR's energy shield. When the shield's outermost white energy band is deactivated and there is an opening in the shield, guide your ship through it. Upon penetrating this opening, you'll enter into hyperspace and arrive at the DEATH STAR.



Fire your lasers at the DEATH STAR in order to knock out pieces of its outer wall. But beware of the DEATH RAY! It will track your every move, trying to destroy your ship. Eliminate as much of the DEATH STAR as possible (to maximize your bonus points), before you finally aim and fire on the energy core. When you hit it, be ready to outrun the explosion of fireballs before they reach your ship!

THE DEATH STAR

As the game begins, you'll see that the DEATH STAR is rebuilding itself piece by piece. If it is completed, all will be lost. The DEATH RAY will become fully operational and will destroy all of your remaining MILLENNIUM FALCONS.

TIE INTERCEPTORS

Out-flying and out-shooting these IMPERIAL warriors is no small task. They approach your ship in droves, firing their lasers one after the other. If your ship is hit by their fire, you lose it. But if you blast them with yours, you gain 50 points for each one you shoot down. When the game is over, the TIE INTERCEPTORS head back to the DEATH STAR to regroup.

THE ENERGY SHIELD

This is what stands between you and the DEATH STAR! But penetrating it is not impossible—just tricky. You'll notice that at the edge of this shield there is a thin white band of energy. This band will intermittently appear and disappear. When it does disappear, and there is a black hole in the energy shield, guide your ship to the opening and slip through it. Beware! If you hit the white band while it is activated, you'll lose your ship.

THE IMPERIAL SHUTTLE

Aboard this shuttle rides a well known figure—THE DARK LORD! Eliminating this transporter won't be easy. But with the right moves and good aim, you can beat it at its own game! Randomly throughout the battle, you'll hear a "warning" sound. This means that the IMPERIAL SHUTTLE is approaching. If it collides with your MILLENNIUM FALCON, your ship is destroyed. But one well placed laser shot to its upper body and you'll vaporize this SHUTTLE in its tracks! YOU GAIN 1000 BONUS POINTS!

THE DEATH RAY

Always be on the lookout for the DEATH RAY! It's that small green shape that's continually moving about the DEATH STAR. While you're busy fighting off TIE INTERCEPTORS outside the energy shield, or knocking out pieces of the DEATH STAR itself, the DEATH RAY ruthlessly tracks you. If this evil ray strikes your ship, you're a goner!

HYPERSPACE

Hold on tight! Once you make it through an opening in the energy shield, your ship streaks across the galaxy to the DEATH STAR—now many times larger than it looked before!

DESTROYING THE DEATH STAR

Finally, your chance to rid the galaxy of this evil fortress! But keep your wits about you. There are still TIE INTERCEPTORS pursuing your ship. And there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mess with fireballs spewing out in all directions.

FIREBALLS

These fireballs are more than hot—they're DEADLY! It only takes one to blow your ship apart. But the trick is to avoid them for as long as possible. The longer you do, the higher your bonus points.

ROUND PROGRESSION

As you progress from round to round, the following will occur after each 10,000 points are scored:

- A. TIE INTERCEPTORS will fire more often.
- B. The DEATH RAY will seek more rapidly.
- C. The rate of construction on the DEATH STAR will increase.
- D. The number of openings in the energy shield will decrease.

END OF GAME

The game ends when you have lost all of your MILLENIUM FALCONS. To begin the same game again, press down the START button. To play another game, press the "#" button to choose a game number, then the START button to begin the action.

TWO-PLAYER GAMES

Games 2 and 4 are two-player games.

The left player goes first; players alternate turns. Your turn ends when you lose all of your MILLENIUM FALCONS.

GAME SELECTION BOX

Game Number	Number of Players	Difficulty Level
1	1	Easiest.
2	2	Same as Game 1.
3	1	More difficult.
4	2	Same as Game 3.

SCORING

Destroying:

TIE INTERCEPTORS	50 points each
IMPERIAL SHUTTLE	1000 points
DEATH STAR	20 points per hit

BONUS POINTS

The longer you avoid being hit by blazing fireballs, the more bonus points you'll accumulate for destroying the DEATH STAR!

NOTE: In this game, the difficulty level is automatically increased every 10,000 points scored and you are awarded a bonus FALCON at that time.

If you should have any difficulty operating or playing DEATH STAR SAT-TLE, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297

All other states 1-800-225-0540

(not available in Alaska, Hawaii, or Canada)
Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Teltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester, LE6 2DE England.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K1B7.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, **PARKER BROTHERS** will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to **PARKER BROTHERS** (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than **PARKER BROTHERS**; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or

repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

 PARKER BROTHERS